



The SL Arts and Life Magazine

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Why We Shop
Sedona Mills

Resurrection
Harry Bailey

Enlightenment
Gudrun Gausman

Cat's Thumbs
Citlaltalina Seranno

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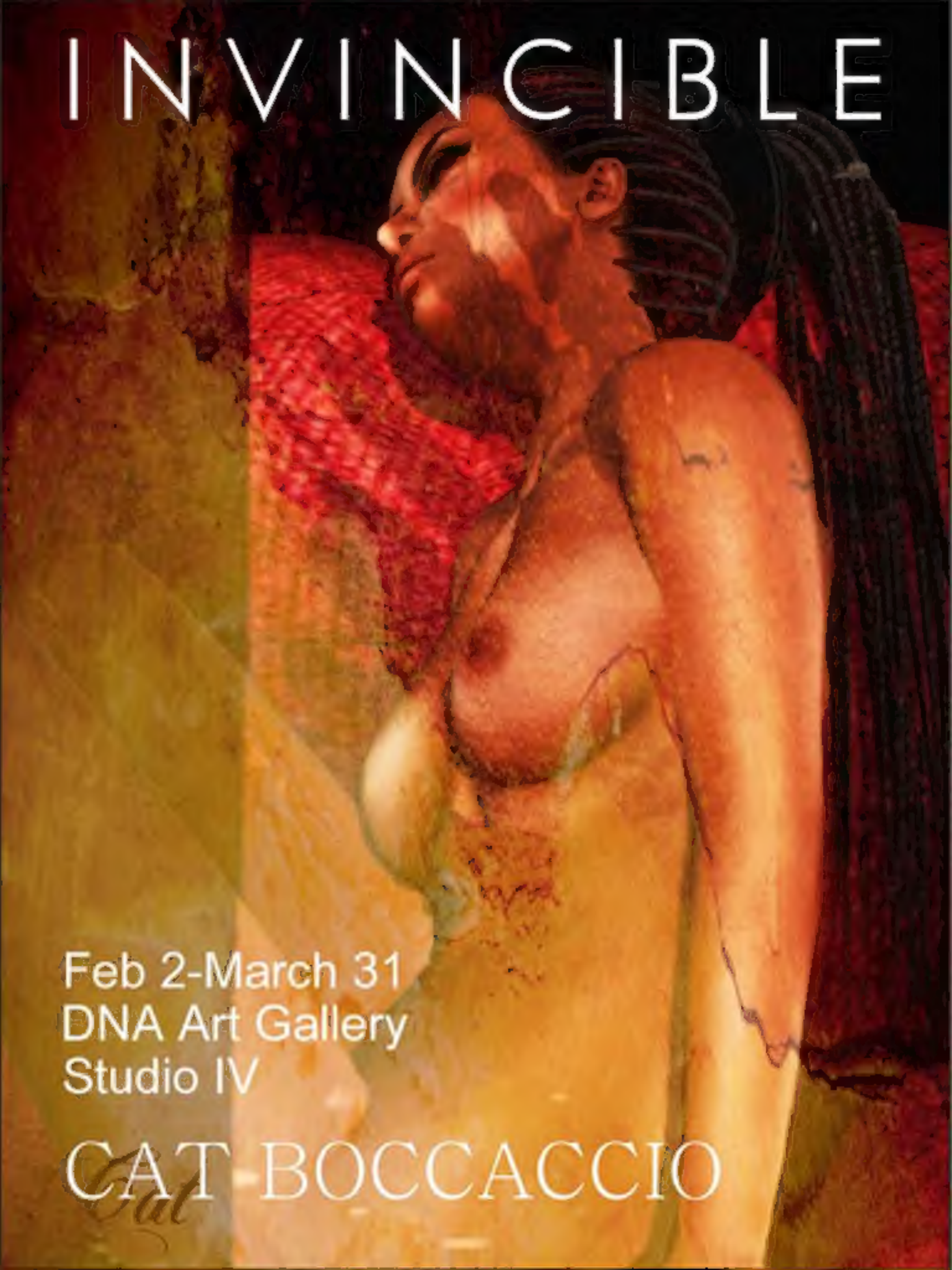
- **Cat Q:** Cat Boccaccio poses her 14 imponderable questions
- **Why We Shop:** Sedona Mills attempts to answer one of life's ancient mysteries: why do we shop?
- **Resurrection:** As Spring approaches, The Perfect Gentleman explores themes of rebirth, with a twist
- **Enlightenment and Realization, or Vice-Versa:** Our regular contributor, Gudrun Gausman, examines what we say, and what we mean to say
- **How the Cats Lost Their Thumbs:** The multi-talented writer/poet Citlalmina Seranno offers a whimsical look into why cats cannot feed themselves
- **Johnny:** Crap Mariner reminds us why it's important to know who it is we are kissing in a bar

About the Cover:

Jami Mills captured this jaw-dropping "wall" of merchandise at Bare Rose. Looking up at the wall, "why do we shop?" Yee gawds. I have no idea!



INVINCIBLE



Feb 2-March 31
DNA Art Gallery
Studio IV

CAT BOCCACCIO





Cat Questionnaire

Betty Tureaud

by Cat Boccaccio

This month, artist **BettyTureaud** bravely answers Cat's 14 leading questions

SL Date of Birth: 01/11/2007

SL activity: Artist and builder

In-your-own-words bio: I am a space and light artist who loves to build big art installations that you can get lost in. I am best known for my use of bright colors and scripting in works. My colors come from the pre Columbian and Mexican colors.

1. What in SL has brought you the most happiness?

To find a whole new international audience for my art, and the social contact with many exciting people.

2. What has given you the most sadness?

When my first boyfriend in Second Life disappeared from the face of the earth.

3. How would you describe your home in SL?

I have my own tropical island where the sun always shines and it never rains, only when I want it to LOL. High up in the sky, I have my studio where I work every day. I have built my house many years ago. I can not tear it down and build a new one because it has so many good memories.

4. Who in SL do you admire most?

I do not have one special person I admire most, but for those who make clothes and avatars I have deep respect. Among artists I know I will not highlight one over another.

5. What character trait do you have in SL that is furthest from your RL personality?

I do not think you can leave your own character traits at home in real life when you walk in to Second Life.

6. Which character trait did you leave behind in RL?

Question 5 gives the answer.

7. What is your weakness when it comes to spending your Linden dollars?

Haha I know and it is completely the same as in RL, which is to buy shoes I do not wear, I have hundreds of pairs of shoes and boots.

8. What is your favorite place in Second Life, and why?

I have many favorite places, but there is a small hut which I like very much located in a large sim complex and called Gulf of Lune.



9. What scares you the most in (or about) Second Life?

To forget my login and password.

10. What is your secret pleasure in SL?

I have some and to tell them is to give them up, but I have one I can tell: I love to sneak around and take pictures.

11. What would it take to drive you out of Second Life?

I've been here since 2007 so some powerful forces are needed before I leave SL.

12. What one word would you use to describe the art community in SL?

Big and wonderful. Oops! This is 2 words LOL.

13. What are you most proud of in SL?

All the people who love the work I do here, and who visit my art installations.

14. If you built a sim from scratch with unlimited resources, what would it be called?

The Art Planet.

Visit Betty's installations in Second Life:

UFO at Gallery Artemis

The Circuit at Danish Visions

Gallery Nomanisan Straits



Why We
by



Shop

Medona Mills

I remember back in my early days of noob'lier innocence, or as many of us remember, our first day in Second Life, we came to the very basic question; "Okay, I've learned to walk. Now where in the hell do I go to get rid of this horrid hair!" As with any new intelligent being brought to life we realize the basic need to acquire stuff early on. Now, not that I'm professing that everyone that logs into Second Life is intelligent, I wouldn't even begin to believe that. I can say that we love to have "stuff."

I listen to other people while I make my way around the sims. Yes, I actually do while flashing my ass and pouring any word that finds itself in my brain out through my mouth with little or no regard. In doing so I've learned that people love to amass just about anything. And that is not just something we do here in Second Life. Think about it, what do you collect in your real life, or in Second Life? Or, in your World of Warcraft life, or your Eve Online life, or your Lord of the Rings Online life or in Farmville or Cityville lives? Or in the countless other games and adventures we find ourselves involved in. Now, I'm not a big fan of gaming but my son is, and I can say that he has accumulated more crap in those games than Fred Sanford on a buying binge! It's in our nature to do so. Face it, we shop because we love to collect... "stuff." So, I guess this article is over! Why do we

shop? Because we like to collect crap and hoard it away! I'll see you next month!

Okay... that was just plain silly. But it's really that simple. I'm sure when you read the title you were like, oh my god this dizzy bitch is going to put twenty-five hundred words down on why we shop? Oh, hell no, I'm not! So what is this rant really about, then? It really took me some time to think it out. Let's go back to my original premise about why we shop in general. People love to collect "things." And in our western real life societies, just about everything we are exposed to plays on that premise. Whether it's buying a car or buying sneakers, whether it's online or offline, and whether it's in real life or Second Life, we are constantly bombarded to get our fix for more stuff.

Earlier I remarked that in the online community we have plenty of outlets to find that needed "fix." Even social media on the internet is all about it. Anyone who wants to sell you something is on Facebook. Every website you go to, including many blogs, has advertising. It's pervasive. So, really the question I should have used for the title of this piece is "Why Do We Shop in Second Life?"

There are many reasons people come to Second Life, but I don't believe shopping is one them. I have never heard

anyone say they came to Second Life to get that hottie dress or awesome Harley? Some come to find friends or some form of companionship. Some come to get a sexual high. Some come to find themselves, and given the low cost of personal exposure, see just how far they could go with just about anything outside the shackles of “respectable culture and etiquette.” There are lots of reasons we bring ourselves initially to Second Life, but I’m pretty sure shopping isn’t one of them.

So, assuming that, why do we, once we get here, make it a key aspect of this

when we can go anywhere and in any environment in our collective universe and fill it there too?

That is the basic question I’m asking. If you don’t believe my hypothesis that people massively horde in Second Life, then take a look at the statistics. The amount of value of goods that changes hands every month in Second Life is approximately 1.4 million dollars! The technical infrastructure of storage to store our assets that Linden Labs publishes proves that I’m not the only person with a 40,000+ item inventory. Many people I know have significantly

I have never heard anyone say they came to Second Life to get that hottie dress or awesome Harley

simulated world and for many a central aspect of our avatars’ lives? Why does Linden Labs advertise Second Life as a great shopping experience? Why is the “fashion world” so big on Second Life? And yes, why are there more clothing stores than just about anything else including, amazingly, places of sexual fantasy? I understand we like to acquire things. It’s in our nature and I’ve pretty much established my understanding of that. But why do we use Second Life so much to also fill that need? Especially

larger inventories. Many of us use Second Life for many reasons but we also acquire much in doing so. How come?

Have you ever gone shopping in your real life for something you know you cannot afford? A new car or home perhaps? Or maybe you go to that high end clothing store and “look around?” I know I have. I love to shop in real life. I especially love to shop for clothing. So, of course Second Life also gives me that

outlet. I'm an easy target here. But let me explain why I love shopping. I don't get off buying expensive clothing just to say I have expensive clothing (well sometimes I do). But many times I can't afford what I want and I don't

cannot either afford it, or in some other way, maybe due to our physical appearance, indulge in such luxuries.

But now we have Second Life! We have an environment where we can be ex-

Whether that fantasy is sexual or materialistic, fulfilling it gives us that good feeling inside ourselves

purchase it. But getting dressed in what little high end clothing I have and then hitting those boutiques that cater to those who can, and being pampered there is a personal high for me. To put on something I know I can't afford, to see myself in that wonderful flowing gown gives me a rush. It's my way of building my own fantasy.

Can I have that same look that I see in those magazines? Can I be glamorous too? Going shopping and being able to put myself into those wonderful clothes and shoes, to try them on, to feel myself in them makes me feel better about myself, who I am, what I can be, and motivates me to get myself there. Tell me you don't do the same thing! Whether you are shopping for a new car, a new home, or even a new spouse, I'm sure you imagine yourself there with that new bauble or prize. We all do it in real life; however, many of us

actly who and how we want to be! How we look, how we act, our gender and now - for many of us - the ability to afford those wonderful things we so covet in our real lives. Whether it's a big home, a new car, that awesome ride, or those incredible boots we now have the ability to completely fulfill that fantasy and do so without a huge investment. It's not so much our gender or our sexual preference that drives us to shop. Those attributes may dictate what we shop for but the feeling we get when we see our avatar, the personification of ourselves, acting out a real life fantasy gives us a similar rush, just as if we had done so in real life. Whether that fantasy is sexual or materialistic, fulfilling it gives us that good feeling inside of ourselves. Can it get better?

One of the fascinating things I love about technology, is that it's always getting better. In my short life I've seen

technology vastly change how we communicate and how we entertain ourselves. In many ways it has made much that is mundane go away. Second Life is no different. While many profess that many of the recent changes in Second Life are a bane to their existence, I am not one of those people. I have invested in my own personal infrastructure to take advantage of improving technology, including improvements in Second Life. I don't profess to be crazy tech-head silly about it, but every few years I invest a little into something newer to make my experience a better one and to keep up. Many of the developments of the new viewer base code that Linden Labs opens up have provided significant im-

provements on how I use Second Life to keep my "stuff" organized and to have a more realistic look, namely:

- **Outfits:** The ability to store links to items in our inventory has completely removed the need for a copy of an item for each outfit. In the past we stored outfits in folders and needed a copy of the specific items in those folders to make up outfits. Now we have links and can manage our inventory much better based not on how we wear or use items, but on what those items attributes specifically are that identify them. I see a future article on how to leverage outfits and organize your clothing inventory coming soon.



- Multiple prim attachments to a single attachment point: Before multiple attachments, if you wanted to wear many rings or earrings or piercings you were stuck with one item per attachment point. No more. Now we can “add” multiple items to any attachment point we wish. We can now “load up” on jewelry or fashion accessories.

- Multiple attachments to a specific clothing layer: How many times did you have both a bra and top that only had undershirt layers? You had to choose another item for an outer layer or go without. No longer are we saddled with that limitation.

- The tattoo layer: Adding this new layer and being able to attach up to five different articles has opened up a whole new world to how we present ourselves. Not only does it free up a layer for more clothing options, it releases us from having to buy a huge amount of skins for each makeup look. Now we can buy that standard unmade look and then find

makeup choices from other artists. It totally changes how we can present our naked selves to the world.

- The alpha layer: In the past we used “invisi-prims” to hide specific parts of our avatar that got in the way. Shoes used these heavily. Now we can



add multiple alpha layer “items” just like tattoos. This has a better effect on our visual appearance as you no longer have the invisiblock showing that plagues us when we are rendered over another texture with some form of transparency.

- Mesh: While my good friend Gudrun is not a proponent of mesh because of incapable backward compatibility, I am a big fan of mesh. Yes, there are limitations to it but the final presence that mesh provides is a magnitude better than anything else up to this point.

Also, due to the technology and how it's implemented, I now can try something on before I buy it. No more guessing how that item will look on me instead of the picture. My online shopping experience is now very similar to my real life experience. This is a wonderful technology and will improve and I for one am excited to see that happen.

The visual and modeling technology of Second Life has seen some dramatic and exciting improvements; however, what hasn't improved significantly over the years is how the shopping experience that Linden Labs provides in its simulations happens. Today, as in the days when I first started, we still have basically three options for everything we create: copy, transfer & modify. Based on the enhancements we have

seen which I noted earlier, these three options are sorely outdated. In next month's rant I'll discuss some of my ideas about how our shopping experiences could be even better with some thoughts about how to improve the viewer to make that happen.

If you have read any of my past articles, you may have come to realize a common thesis about Second Life and why we are here. We are sexual creatures by nature. Most of our early adult lives are all about acquiring a mate for one night or even for life. Shopping is no different. While many times we shop because we have to for food and necessities. When leisure time is involved, our shopping usually drives us to enhance our personification of ourselves to the world around us, and in most cases to bring attention to ourselves. All of us have that primal need for sexual gratification, even in small doses and in many ways we don't consider sexual in nature. We shop to provide that need. Second Life gives us the ability to do so in our own way, and without the limitations we deal with in our real lives.

Many may come to Second Life for sexual pleasure, most don't realize that they get fulfillment here through shopping. But I'm sure Linden Labs does.

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photo

graphy

millis

Resurrection

by Harry Bailey

The Perfect Gentleman



lam

Around the middle of each month, I find myself once again considering what topic is worthy of the time and consideration of all of you wonderful rez readers. What began a year ago as a thought, morphed into a simple article about what most avatars seem to look for in the men of SL.

Last year I felt that one paragraph dealt with the "heart" of these desired traits:

"Someone we can trust? Someone we can feel safe in the arms of? Someone we can bitch to about our problems in our lives first, second, or even third perhaps? Friends who listen and don't judge? Someone who is positive and optimistic about life and wants to explore all the possibilities in SL unavailable in RL?"

Well a year later I still feel those desires hold up to the test of time, and yet are still a challenge for many to discover on the grid.

March seems to be a month of resurrection and renewal across the world. We anxiously await the first buds of Spring in the Northern Hemisphere. Many from various religions celebrate resurrection and rebirth as key parts of their faith. In Chicago, as Spring training begins down in Arizona, Cub fans all know that this is the year we Cub fans have been awaiting for the past century. No need to wait till next year!

Cubbies reborn as the 2013 World Series winners!

One of the great benefits, and yet significant challenges of SL is the ease of "resurrection" within the confines of this Linden existence. Some even have multiple existences ongoing and yet keep creating personalities and replacing them with newly born Avatars live time and again.

As I began to think about this unique aspect of Second Lives, I thought over the many avatars I have known over the five+ years of my Second Life. My friends list includes about 130 avatars at this point and this is after I cleaned house a few years ago of those I had not seen online in over a year.

In looking this list over, I find five friends who I know are the same but have had different personalities over time as their lives evolved. I find some who have both male and female avatars. Avatars from all across the world and yet all bonded in this Second Life world.

I think the most avatars I ever knew someone to admit to was 93. Ninety-Three?!? I have trouble keeping track of one life! How the heck does anyone keep tabs on almost a hundred lives realistically?

At a point in my explorations of

Second Life, I became a Prince of Bohemia in the Tiny Empires game. Adding knights and peasants alike to my growing line along with gold and land. I wondered how some did this easily and quickly and soon discovered that the trick was alts. Need a new peasant, add an alt. Of course, soon enough the Emperor of the game figured that out and changed the rules, but still a lot of alts lived on I suspect.

disappearing avatar who sees a 'simple' path to avoiding drama. Bad relationship? NP. Just drop that avi and resurrect yourself as a new persona. How many two month avatars do you know with amazing inventories, groups, and awesome looks quickly acquired?

I have had more than one friend bitch to me about the inconvenience of non-transfer expensive clothing items when

Most notorious and often very hurtful is the disappearing avatar who sees a "simple" path to avoiding drama

I have known adults who created child avatars so they could escape for a few hours the responsibilities of parenthood and revert to the mindless fun of theme parks and not having to be in charge of anyone else's lives. Adults resurrected as children innocent and optimistic about what life has to offer ahead.

Unfortunately, there are other more disappointing aspects to avatar resurrection. I doubt I have to spend a lot of time on these but they are so prevalent that they can not be avoided. Most notorious and often very hurtful is the

they shifted their SL persona. Resurrection does have this downside but apparently this is a small price to pay to escape Drama.

While we are on the topic of drama, we must address those avatar resurrections designed to allow multiple romantic relationships. Perhaps this is not exactly resurrection but more of duplication. I loved that old movie "Duplicity" where the main character kept making copies of himself to help him keep up with the tasks in his life. Unfortunately, just as copies of copies of copies lose clarity and focus, so did this character's duplicates. Each just a bit less than the

one before. This is the problem with continually creating alts so you can have more and more romance, lust, partnering, and yes SEX throughout SL. How long does it take for each of those on the other side of any of these relationships to realize they are getting less than the ORIGINAL as their partner?

From my experiences I have known very few who admitted to having multiple partners through the advent of multiple alts. None of those ever worked out long term and all ended with drama multiplied. Yet to this day I wonder how many came back into SL again with resurrected avatars to re-cycle themselves yet again.

This of course leads to yet another type of alternate avatar incarnation, the spy avi. Worry that your partner is fooling around or not who you think they are?

fully, most of you reading this have not encountered these situations. And if you have run into any of these resurrected alternative avi experiences in your time in SL I do hope you have managed to overcome them and resurrect your spirit after the experience.

If all of us hope for trusting and pleasant experiences here in our Second Lives, then all of us are going to have to live by these attributes. As the old comic strip character Pogo used to say, "We has seen the enemy and he is us." However, we are not alone in contributing to the life of alternatives across SL. The ability to create and live through alternative avatars is based on FREE avatars. The ability to haunt SL at no cost, both literally and figuratively, creates the environment for multiple avatar creation, resurrection, abuse, and abandonment.

If you have one or many alts, consider why they are all here

Then create your own alt and frequent their haunts and see what you can discover! A downward spiral of escalating trust issues that ends in more drama and gets us back up to the avoid-drama alternative mentioned above. Hope-

This perfect gentleman, a one-of-a-kind avatar with no alts, has many friends, who for many different reasons have created alternative avatars. I find each of my perhaps "unique" perhaps "Alternate avi" friends to be worthy of

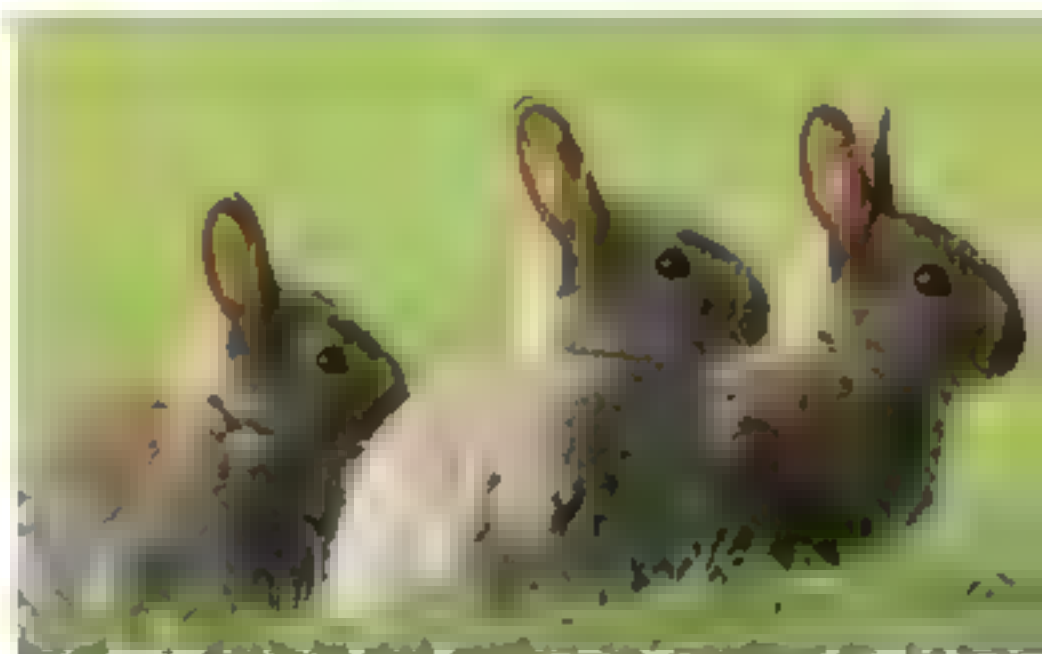
my time and attention. Alternate or resurrected alternative avatars do not necessarily mean unfriendly or untrustworthy avatars, they simply mean someone in RL has determined a need to resurrect their Second Lives and begin yet again. As with real life people, some are good, some are not, and each of us must choose our friends wisely.

I have saved the worst and most evil of the alternate avatars for the end of my rant on this topic, the 'GRIEFERS' (or 'GRIFTERS,' depending on your point of view). They roam the realm plundering and wreaking havoc, for only their enjoyment and bragging rights. Once discovered and banned, they of course reappear many times. Just as with most spawn of evil, they seem to have unlimited powers to resurrect themselves. Fortunately, over the past few years their existence seems to be dwindling. While we are all tiring of the constant viewer upgrades, I suspect that they do serve some positive good in reducing the ability of these pests to spread their disruption across our Second Lives. At least let us all hope so.

As you wander the lands and skies of Second Life (or third or fourth or ninety-third), take a few moments this March to access your experiences, your persona(e), and your interactions with others. If you have only one Avatar persona, then take this month to think

about how it appears and tweak it a bit for the joy of making yourself a bit better. If you have one or many alts, consider why they are all here and how your RL personality fits into each. Consider just how many you can maintain actively and intelligently from day to day, month to month. Consider what it takes to make them all live up to your expectations. And most importantly, decide and commit to which of these is really your primary Second Life presence.

Yes, we all have one primary alt whether we admit that or not! I look forward to seeing you all across my life again this month and hearing about your avatar experiences as you traverse this resurrected Second Chance to create your own version of your life. May you all experience the rebirth that comes with Spring.





Acoustic


Beautiful Homes & Skyboxes



<http://slurl.com/secondlife/Excalibur/69/246>



Garden s in a Landscaped Community

A woman with dark hair, wearing a blue dress with a white pattern, is sitting on a green sofa with a white zigzag pattern. She is looking towards the right. The background features a brick wall and a large, dark tree trunk. Two speech bubbles are present: one from the woman and another from an unseen person.

yoo-fuh-miz-uhm

You heard me...

Enlightenment
and Realization,



Excuse me?

or Vice-Versa
by Gudrun Gausman

What's Your Issue?

a monthly advice column by
Gudrun Gausman

Dear Gudrun -

I am an Indian... Not a Native American, but an Indian Indian. My parents brought me to the United States as a child, and I have been educated through my university years here. Though my English is excellent, it is still somewhat a second language to me.

Most people praise my English. Many have told me my grammar is better than most Americans. Nevertheless, I often don't understand what people are talking about. I attribute this to my lack of familiarity with some "slang." As I travel about in Second Life, I have learned to quietly wait and figure out what people are talking about.

But, guess what? I'm finding these terms in published materials, directives at work, and other places you shouldn't find anything that could be described as slang. I'm beginning to lack confidence, and am hesitant to ask about the meanings of certain terms at the risk of appearing unknowledgeable or naive.

What has made me truly fearful is that an American friend recently returned from India, and made great fun of billboards she saw there:

On a billboard for an electric company -

"New Delhi Electricity Limited"

(The electricity in India can cut out multiple times a day)

A street sign in Himachal Pradesh discouraging speeding -

"Himachal Police: Better Late than Never"

I am forever afraid that things I say seriously will be construed as flippant, or that I will fail to understand some serious message or warning.

Please help,
Bewildered

Dear Bewildered -

What your friend is finding humorous is called "lexical ambiguity," or words that have multiple meanings depending upon context. You have nothing to fear in this area. Everyone is vulnerable, and chances are accidental or intentional use will simply result, when people "get it," if in fact they do, in a good time had by all.

Example - Mr. Gandhi cancels a presupposition

Reporter: Mr. Gandhi, what do you think of Western Civilization?

Gandhi. I think that it would be a very good idea.

However, you may be confused by what might loosely be termed "euphemism." A euphemism is a substitute word used to disguise an unpleasant or disturbing idea, though in some cases the actual term might not be all that offensive. Euphemism literally means "fair of speech." On the other side of the coin we have 'dysphemism,' which is the intentional use of a harsh, irreverent, or flippant term.

Euphemisms take many forms:

- Use of foreign or technical terminology (derriere, urine)
- Use of abbreviations (BS) and plays on

abbreviations (Bobby Sox)

- Masking (the F-word, F----, or @#!&)
- Abstraction ('the situation')
- Indirection - avoiding the explicit (privates, go to the bathroom)
- Mispronunciation (freakin, friggin, goshdarn)

Dysphemism: Euphemism - passed away; Dysphemism - Pushing up daisies

The truth is, the American workplace has been seriously "bowdlerized."

'Political correctness is tyranny with manners.'

- Charlton Heston (1924-2008)

In the 18th century Thomas Bowdler and his sister Harriet 'cleaned up' the Bible and Shakespeare so that these works could be shared with young ladies and children. This process involved finding discreet terms for such shocking phenomena as sex, suicide, and murder. In the American workplace, however, it is a protective device for the corporation that signals its 'enlightened' approach to what is basically labeling. It is an acknowledgement of politically important psychological and social issues. On the other hand, when it is used by government, it is sometimes called "doublepeak," and often used to disguise truly horrendous things (Think George Orwell's "doublethink.").

Attitude Correction - discipline

Collateral Damage - unintended negative consequences to uninvolved parties (even death)

Custodian - janitor

Departed - deceased, terminated

Developmentally Challenged - having a serious disorder (such as autism), or used as descriptive hyperbole (in an evaluation)

Disabled - handicapped

Disinformation - intentional lies

Domestic Engineer - maid or, alternatively, housewife

Downsize - fire

Escort - remove under threat of force or, alternatively, sell sex

Furlough - lay off

Immature - idiot

Indisposed - sick, drunk, on the potty

Interrogate - torture

Lay Off - fire

Let Go - fire

Market Correction - economic downturn, recession

Minority - anyone "not"

Misinformation - incorrect information, unintentional lies

Street - homeless (person), uncouth (language), value (black market price), etc.

Overrun - cost beyond that agreed

Pursuing new opportunities - fired

Put to Sleep - euthanize

Restroom - toilet

Shape - slow an internet connection

Team Leader - boss, honcho, whip

Under the Weather - sick, ill, drunk

Undocumented Worker - illegal alien

Unmotivated - lazy

Of course, you already knew most of these. Others require a bit more mental elasticity to pick up on and understand:

404 - "404 Not Found," meaning that the person or data could not be located or does not exist.

Adminisphere - the rarefied organizational layers beginning just above the rank and file. Decisions that fall from the adminisphere rarely solve problems, and often create them, sometimes with collateral damage.

Blamestorming - Sitting around in a group, discussing why a deadline was missed or a project failed, and who was responsible.

CLM - Career Limiting Move - You figure it out, LOL.

Consultant - An outside expert brought in to replace or otherwise reduce the employee headcount, thereby leaving management blameless.

Cube Farm - Office space filled with cubicles.

Dilberted - To be exploited and oppressed by your boss. Derived from the comic strip about a highly dysfunctional office environment.

Mouse Potato - Usually on a chair, not a couch.

Prairie Dogging - Response to any commotion in a cube farm - heads pop up over the walls to see what's going on

Salmon Day - Swimming upstream all day only to get screwed and die in the end.

Seagull Manager - A manager who flies in, makes a lot of noise, craps on everything, and then leaves.

Stress Puppy - A person who seems to thrive on being stressed out and whiny.

Tourists - Staff who take training classes just to get away from their jobs.

Treeware - Printed documentation.

Xerox Subsidy - Free copies at work.

These lists might suggest that most euphemisms are well-known expressions.

'euphemism treadmill." This is the linguistic process called pejoration or semantic change. Words originally intended as euphemisms may lose their euphemistic value, acquiring the negative connotations of their referents. In some cases, they may be used mockingly and become dysphemisms. This process is often subtle and unrecognized to group outsiders. Some good examples can be found in evolving racial designations (Oriental/Asian, etc.).

Your particular workplace doubtless has its own jargon. It's up to you to become

Your particular workplace doubtless has its own jargon. It's up to you to become comfortable with it

This is true, but often euphemisms can be situational. What might be used as a euphemism in a conversation between two friends might make no sense to a third person. In this case, the euphemism is being used as a type of innuendo. At other times, the euphemism is common in some circles (such as Information Technology) but not others, becoming a type of jargon or, in underworld situations especially, argot.

And beware, euphemisms often evolve over time into taboo words themselves, through a process sometimes called the

comfortable with it. So you should probably do exactly what you do in Second Life or while texting.

People are always making up terms and changing meanings as they go along. Trust me, there is absolutely no shame in asking what they mean.

HTH (hope this helps, happy to help, etc.),

Gudrun

How the
lost their

critical main
seranno

seats

thumbs

a



draws a slow deep breath and smiles. "Dear friends, this story is my story." She points around the circle with a warning finger. "You may retell it, as long as you tell it right, and you tell people that it is my story."

grins. "And it is called 'How the Cats Lost Their Thumbs.'"

looks around with a big smile. "Once upon a time? Oh, no, Best Beloved, long before that!"

In the beginning, in the Time Before, when the earth was young and the First Magician had not yet taught the giraffes to sing, that was when the Cats had thumbs.

wiggles her thumbs at you.

Oh, yes, with their thumbs they poured their own cream and fixed their own meals and opened every door ... but they never shut the doors behind them.

But one day, when the First Magician was away teaching the snakes to dance, one of the Cats said, "I'm booorrrred."

"Let's catch a bird," said another Cat.

"Booorrrrrring!" said all the other Cats.

"Not this bird!" said the Cat. "I was in the Big Sandbox .."

...Which, Best Beloved, is what we call the Arabian Desert....

"... and I saw the biggest bird in the whole world."

'Oh, yeah?' said another Cat. "Why didn't you catch him then?"

"I was busy," the Cat replied. "I was using the sandbox."

'But his name is Ziz, and his wings are so vast he can push back a storm! Let's catch him!'

And, Best Beloved, they did!

The built a kite and flew up to the sky and pounced on Ziz.

And Ziz flapped his wings and blotted out the sun!

And Ziz threw back his head and shrieked!

And all birds of prey everywhere heard his scream and hid their heads.

And the First Magician came and shouted and the Cats ran in all directions at once

"O Cats!" said the First Magician

'O Cats!'

You have caught Ziz, which is something that no one will ever do again.

"To mark your deed, I will reshape your round ears to point up to the sky, to remind you and everyone who sees you that no one will ever do it again."

And he did!

And he left.

:holds her hands standing up from the top of her head and looks around with a disgusted look.

And the Cats looked at each other and saw their pointed ears and said, "HHH-HHCHCK!"

Which, Best Beloved, means ... something that you should never say.

And time passed.
And the Cats poured their own cream and fixed their own meals and opened every door ... and never shut them.

:wiggles her thumbs at you.

And the Cats grew bored. "Let's catch

a fish!" one suggested.

'Booorrrrring!' the others said.

'Not this fish! The biggest fish lives in the depths of the sea and his name is Leviathan! Let's catch him!'

And, Best Beloved, they did!

They made a hook and lowered it into the sea, and drew up Leviathan on a hook.

And Leviathan wailed and writhed!

And the sea boiled!

And the First Magician came and shouted and the Cats ran in all directions at once.

'O Cats!' said the First Magician.



"O Cats!

"You have drawn out Leviathan with a hook, which is something that no one will ever do again.

"To mark your deed, I will reshape the nails of your fingers into hooks, to remind you and everyone who sees you that no one will ever do it again."

And he did!

And he left.

:holds her hands up in front of her with her fingers curled into hooks and looks around with a disgusted look.

And the Cats looked at each other and looked at their hands and said, "HHH-HHCHCK!"

Which, Best Beloved, is still something that you should never say.

And time passed And the Cats poured their own cream and fixed their own meals and opened every door ... and never shut the doors behind them.

:wiggles her thumbs at you.

And the Cats grew bored. 'Let's catch a mouse!' one suggested.

'I know where the biggest mouse in the world lives on the banks of a river.

'His name is Behemoth and his tail is as big as a cedar tree! Let's catch him!'

And, Best Beloved, they did!

They made a ring and put it through Behemoth's nose!

And they batted him back and forth!

And Behemoth lashed his tail like a cedar tree and bellowed!

And the First Magician came and shouted and the Cats ran in all directions at once.



"O Cats!" said the First Magician.

"O Cats!

"You have put a ring in Behemoth's nose, which is something that no one will ever do again.

"To mark your deed, I will bend your tails. They will never be straight again, but always curved like your ring, to remind you and everyone who sees you that no one will ever do it again."

And he did!

:holds her hand curled up behind her back and looks at it and looks around with a disgusted look.

And the Cats watched him bending their tails and said, "HHHHHCH-CKCHCK!"

Which, Best Beloved, you must never say ...

And they had said it to the First Magician!

And the First Magician was silent.

And the First Magician looked at the Cats.

And the First Magician spoke.

"O Cats,

"Ohhh Cats!

"You have said what no one should ever say! For this insult, you will be punished

'I will take your thumbs! And you will do no more of these deeds. You will not pour your own cream. You will not fix your own meals. And every door will be shut, and you will not open them.

'Oh, no.

'No, you will ask ... politely! ... for them to be opened!'

And, Best Beloved, he did!

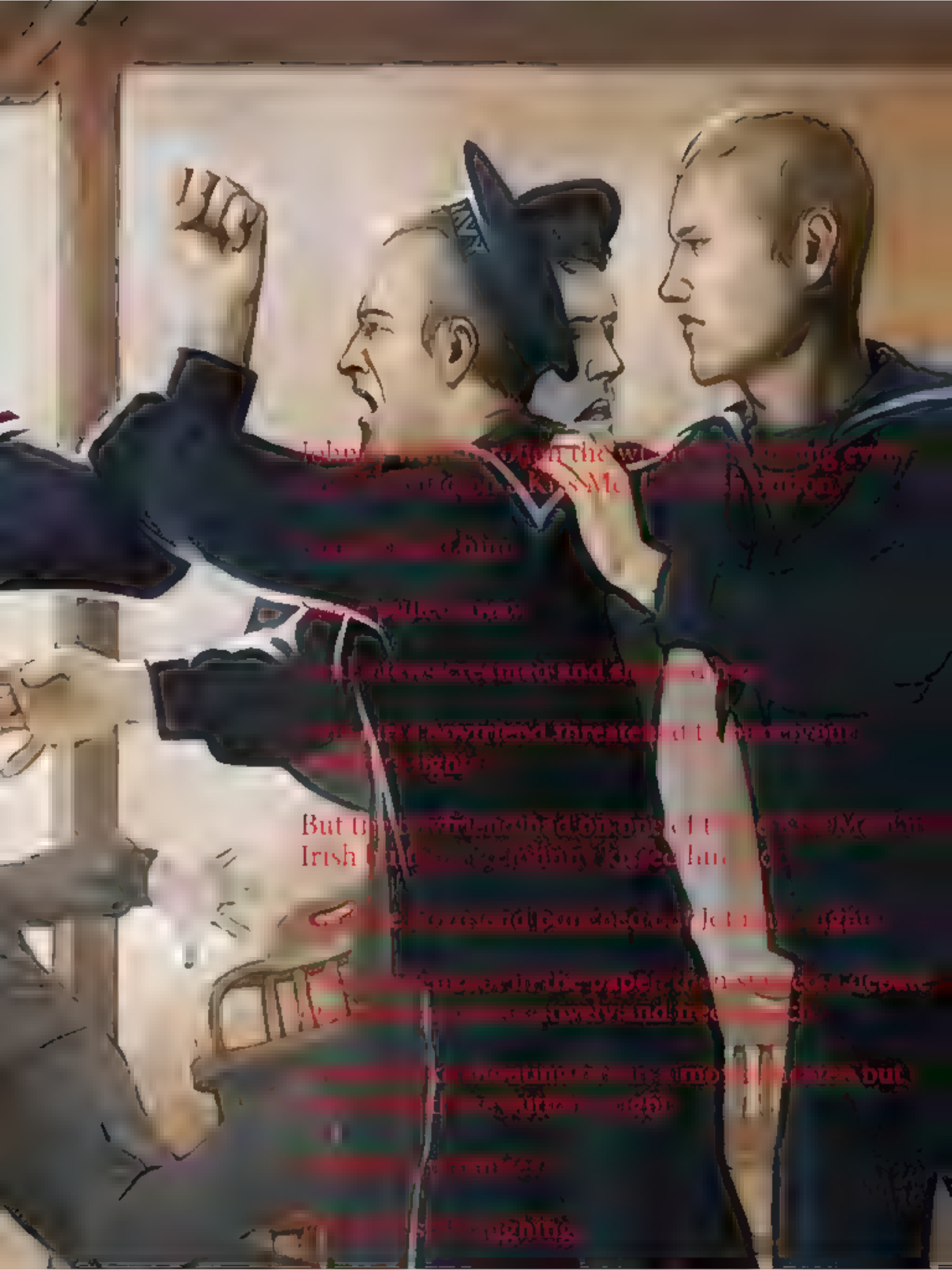
But of course someone must pour the cream and fix the meals and open the doors ... when the Cats ask politely ...

And so the First Magician made people.





Johnny
crap mariner



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Union

by Citlaltmina Ser



image by Milly Sharple



anno

"Oh, welcome, welcome!" I have heard her cry:
She wheels and all are dragged into her frame,
More countless figures dancing in her sky,
And in her arms they join her wreath of flame.

Odysseus would craft a careful course,
A hyperbolic whip to race on past.
Still safe, unfreed by her horizon's force,
He'd snatch her siren song, bound to the mast.

But with no vector tangent to her heart,
Lost, foolish, blind, I yield to her caress
— all time one now, the cosmos comes apart —
I soar into her dream of emptiness.

Form lost, I fall forever in her kiss
And burn, a gamma thunderbolt of bliss.



The art of the feminine

SYNergy



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